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CRUSH COURSE™



Real Games  
for Real  
Girls



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# **WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

# **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

# **USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

# **HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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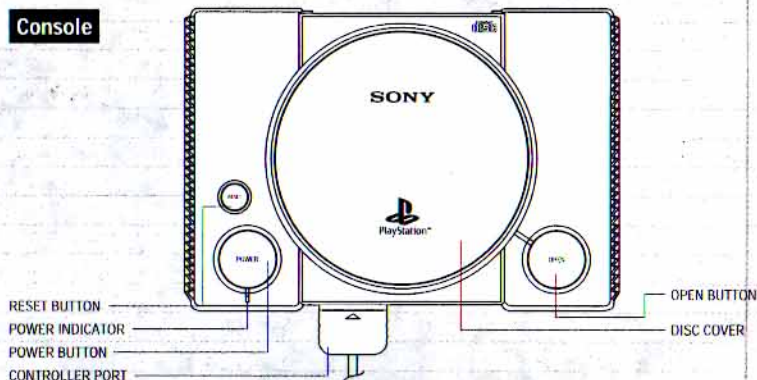


# LOADING

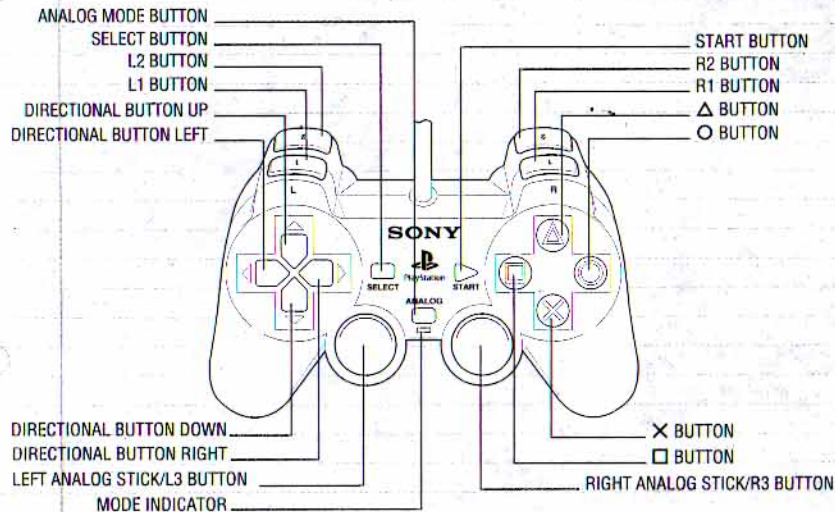
1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is **OFF** before inserting or removing a compact disc. Insert the **mary-kateandashley Crush Course™** disc and close the Disc Cover. If you wish to save your game, insert a **MEMORY CARD** (sold separately) into **MEMORY CARD slot 1**.
3. Insert game controllers and turn on the PlayStation® game console.
4. Follow on-screen instructions to start a game.

Note: mary-kateandashley Crush Course™ is for up to 2 players.

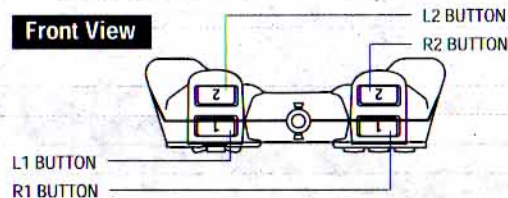
Console



DUALSHOCK™ analog controller

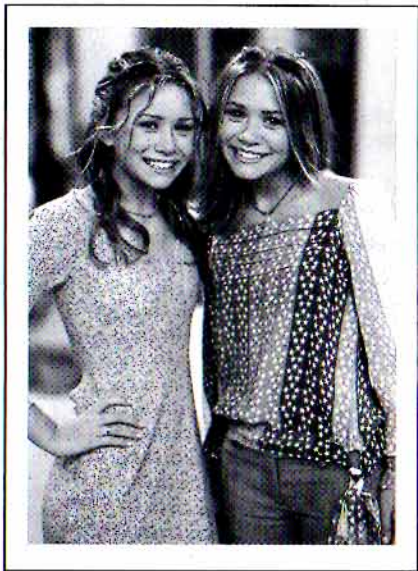


Front View

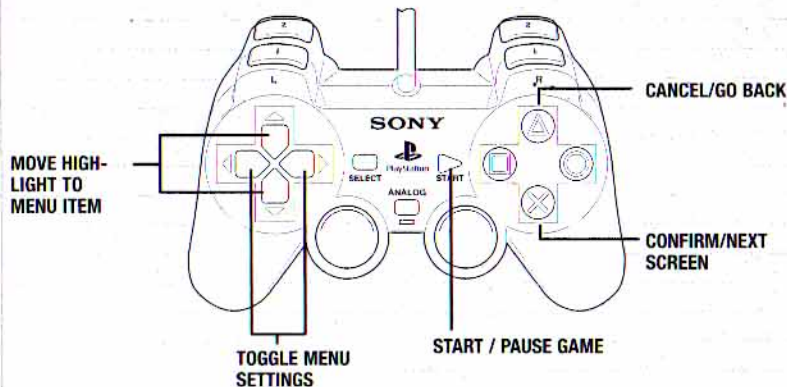


# INTRODUCTION

Thanks for joining us as we take a Crush Course! This time it looks like we've got a romantic mystery on our hands. Here's the story: Our friend Taylor saw our arch-nemesis Courtney near our lockers, tearing up some paper. We checked the paper and found a piece of a note that hints at an invitation to the big beach party coming up. It seems that someone has a crush on one of us, maybe both of us! While it's nice to have a secret admirer, it's driving us crazy not knowing who he is! But we've got a plan to get to the bottom of this. We'll be going about our business at school, keeping an eye on not-so-clever Courtney and keeping our eyes and ears open for clues. So come along on a fantastic adventure of the heart and help us find all the other pieces of the note and put them together to learn which handsome guy wrote the mystery letter!



# MENU CONTROLS



Note: During a game, press the START button to pause the game.

# LOADING & SAVING

At the Main Menu, you can select Load Game to load a previously saved game from your memory card. Game progress can be saved whenever you finish a level and earn a piece of the note.



# MAIN MENU

After the introductory screens, you'll come to the Main Menu, where you have these choices:

**START NEW GAME** Choose this to start a new game from the beginning.

**PLAY ACTIVITIES** Choose this to play any available games. One or two players can play!

**MEET THE BOYS** Check out the cool guys. Who will be your date at the beach party?

**OPTIONS** Choose this to set up the following options:  
**Configure Audio** Set the music and sound effects volume levels with the slider.  
**Vibration** If you're using a **DUALSHOCK™ analog controller**, you can choose to play with the vibration effect **ON** or **OFF**.

**LOAD GAME** Choose this to load a previously saved game from your memory card.



## CHECKING OUT THE GUYS

Press **○** or **⬅** on the directional button to toggle through the gallery of cool guys—one of them wants to be your date at the beach party! There's a lot of information on each guy, like their name, astrological sign, hobbies, favorite music and where you're most likely to find them.

# PLAYING CRUSH COURSE

## STARTING A NEW GAME

To start a new game select **Start A New Game** at the Main Menu and press the **ⓧ** button.

## GETTING READY FOR SCHOOL

Before your adventure begins, you have to get ready for school. Press **⬅** on the directional button to send Mary-kate off to change into a different outfit, or press **➡** on the directional button to send Ashley to change. Each of the girls has four cool outfits to choose from. Remember, you only have a limited time to get them ready, so make up your mind quickly. When you're happy with their outfits, press the **ⓧ** button. You will be asked if you are ready to head to

school. Select **LET'S GO** and press the **ⓧ** button to advance. If you select **NO WAY!** and press the **ⓧ** button, you'll remain in the dressing room.

*Tip: There's no scoring here, this one's just for fun.*



Who has got the crush?







## INTRODUCTION

When you arrive at school, a brief video introduction explains the situation with the torn pieces of the note and Mary-Kate and Ashley's plan to find out what's going on. There are introductions before each challenge, too. You can skip the introductions and go right to the game by pressing the **X** button or the **START** button.

## THE SCHOOL HALL SYSTEM

You will find yourself in the central hallway of the high school. A Hall Hub is a common central meeting place, in this case the corridor of the school. There are three Hall Hub areas in the school: Freshman Hall, Sophomore Hall and Junior & Senior Hall. When you first start a new game, you'll only be able to enter the Freshman Hall area. From here, you can get to any level and do any activity that's open there.

At the next door (Sophomore Hall), you'll find different challenges.

Complete these, then go on to Junior & Senior Hall challenges. Got it? Good! Now let's get down to playing!



## HOW TO USE A HALL HUB

You can walk into any open classroom or area to launch a new activity or challenge.

## COMPLETING LEVELS

You are trying to find all the pieces of the note in order to find out who your secret admirers are. When you complete a challenge on a hall level, you will get another piece of the note. Once you get them all, you'll be able to tell which fabulous guy is fond of you.

## SCORING

Each challenge has a required number of points. In order to "pass" the level, you must score enough points in the time allowed. If you don't score enough points, you can try again.

## THE PAUSE SCREEN

During a game, pressing the **START** button will pause the game and bring up the Pause Menu. Highlight an option and press the **X** button to select it. You'll have these choices:

- Continue** Resume play where you paused.
- Sound Volume** Adjust sound effects and music/movie volumes by pressing **◀** or **▶** on the directional buttons. Left is lower, right is higher.
- Vibration** If you are playing with a **DUALSHOCK™** analog controller, you can turn the vibration effect **ON** or **OFF**.
- Help** Select this to see controls for your current challenge or area.
- Exit Level** Quit the current challenge and return to the school.
- Exit Game** Quit the current game and return to the Main Menu.

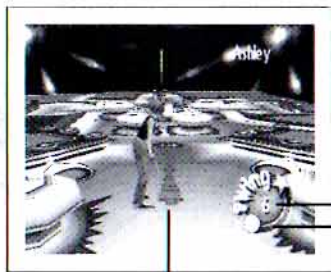


# CHALLENGES

To see controls for any challenge, press the **START** button to pause the game, then select Help from the Pause Menu.

## FRESHMAN HALL

### PHYSICS CLASS

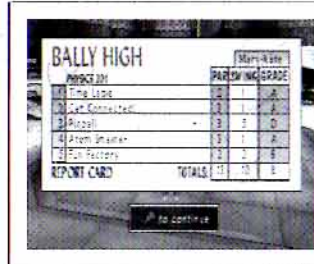


AIMING ARROW

STROKE COUNT

STROKE  
METER

The Physics Club has found a fun way to explore physical properties such as velocity, gravity and friction: miniature golf! Step up and try to putt your way to perfection. When you walk up to a ball properly, you will lock into a putting stance and a direction arrow will appear. Press the directional button to aim your shot. A stroke meter will appear in the lower right corner. Use this to choose how hard or soft your shot will be. Press the **X** button to start the meter. Once the meter starts, press the **X** button again to set the strength of your stroke and hit the ball. The further the meter travels before you hit the ball, the harder you'll hit the ball. Can't find your ball? Look for the big green locator arrow. You have nine shots to get the ball in.



### RESULT SCREEN

After each hole, a Result Screen will show you how you did. Each hole has a "par" rating, which is the average number

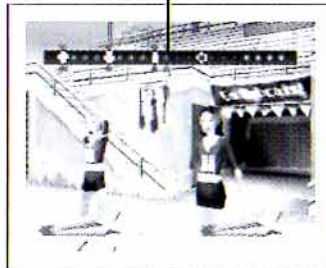
of strokes needed to hit the ball into the hole. You will get a letter grade based on how many strokes above or below par you are. If you can't pass the hole in 9 strokes, you automatically get a failing grade and move on to the next hole.

### CHEERLEADING TRYOUTS

With arch-nemesis

MOVEMENT BUTTON INDICATOR

Courtney around, there's tough competition to be on the Cheer Team. See if you have what it takes to master a winning routine and earn a place on the team. Match the Cheer moves performed by the gym instructor to get a piece of the note.



We're  
playing golf  
in Physics!

FRESHMAN HALL



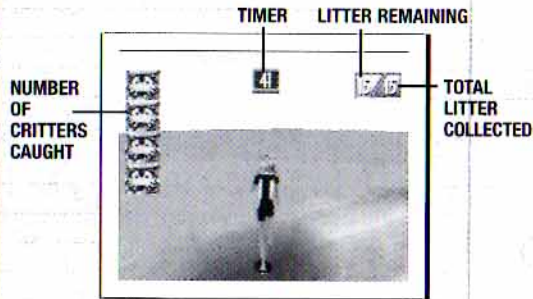




## SOPHOMORE HALL MARINE BIOLOGY CLASS

This beach biology class gives a whole new meaning to wildlife. A big storm has made the beach a real mess, leaving lots of litter and plenty of critters loose on the beach! It's your job to help collect the critters in time and pick up the litter to keep the beach clean! Simply walk over a critter to collect it. An icon will appear in the meter at the left each time you collect one. Once you've collected all the critters, walk to the water and press the **X** button to return them to the sea. Next, collect all the bottles and cans and deposit them in the blue trash basket by going up to it and pressing the **X** button. Then collect all the papers and deposit them in the red basket by going up to it and pressing the **X** button. Whew!

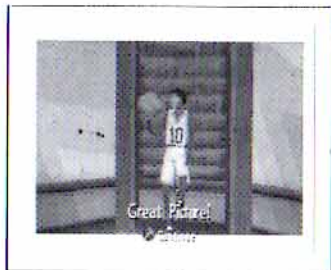
*Tip : You can collect any combination of objects.*



## JOURNALISM

Your photo assignment will appear on screen (press the **SELECT** button to review). Explore the school until you find one of the people on your assignment list. Then press the **R1** button to enter camera mode. A view finder will appear. Just press the **X** button to snap the shot. Once you get your last picture, race back to the journalism room before time runs out.

*Tip : The R2 button brings up a school map!*



## HISTORY CLASS



History was never so hysterical! Putt through pyramids and other ancient locations as you learn about history. Step up to the ball to lock into a putting stance, aim your shot, and use the **X** button to putt. Watch your strength meter! Remember that you only have 9 shots to sink the ball or you'll fail the hole! The score card keeps track of your grades. Try to beat the par!





## JUNIOR & SENIOR HALL

### JOURNALISM

Earn extra credit by taking more great pictures for the yearbook. Try to capture the most memorable moment!

### TALENT SHOW

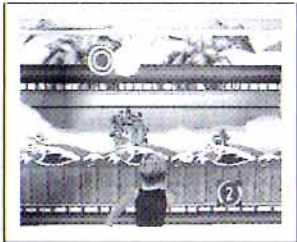
There's a lot of dance talent in school, so it makes sense to hold a Dance Off to find out who's good enough for the Dance Talent Team. Beat Courtney and get a piece of the note! Follow the instructor's moves shown in the bar at the top of the screen and try not to miss any steps. It takes a sharp memory!

### ARCADE

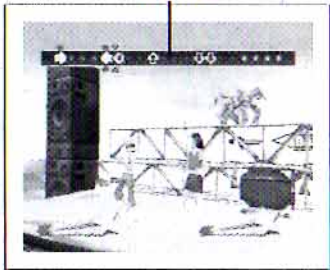
You get to test the games at the seaside arcade! Your job is to get the highest score in each game, so you can move on to the next one.

### BASEBALL TOSS

In this game, you earn points by hitting colored targets. A red target is worth 1 point, yellow is worth 5 points and blue is minus 3 points, so try to avoid them! If you get the required points, you'll move on to the next challenge level.

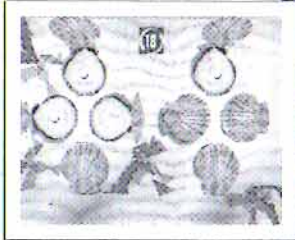


### MOVEMENT BUTTON INDICATOR




### TREASURE HUNT

The object of the treasure hunt is to quickly match a "good" treasure item when it appears on screen by pressing the button that matches its location, while avoiding the "bad" items. You'll



see a star appear in place of an item when you press the proper control in time (before the shell shuts and the item disappears). Some items like the pirate take away points, some like the shark take away time.


**Tip:** The seahorse is your friend, as it'll earn you extra time to score more points! Grab it with the  button whenever it appears.

**Hint:** It takes eight buttons to win. Make sure to use the directional buttons and all the action buttons on your controller.



### HOOPS

Try your hand at a game of hoops. There are three differently colored baskets, each with different point values. To score, aim your shot at a flash-

ing basket by pressing the directional button and press the  button to shoot the ball. Be ready for the striped ball, it gives you extra points!

JUNIOR & SENIOR HALL

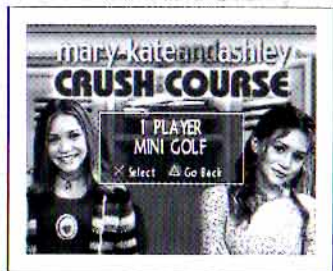




# PLAY ACTIVITIES

Play Activities is where you go to simply play your favorite activities, alone or with a friend, without having to go through the whole game from the beginning. First, choose how many players will play. Press **○** or **○** on the directional button to highlight 1 Player or 2 Player, then press the **×** button.

## PLAYING WITH 1 PLAYER



In a 1 Player game, it's you against the machine. You must meet the required score to beat an activity and move on to the next challenge.

## PLAYING WITH 2 PLAYERS

In a 2 Player game, you are playing against your friend for the best score. There is no required score to advance; whoever gets the highest score is the winner, and you'll both advance. In a

game like Mini Golf, players take turns. In other activities, such as Arcade, both players go at the same time.

## CHOOSE AN ACTIVITY

Activities are named for the main thing you need to do. For example, in the main part of the game you play mini golf in Physics and History. In Play Activities, all those courses appear at random under the name Mini Golf. Only activities that can be played by two people appear in Play Activities mode. For example, Journalism is just for one person, so it's only available in a regular game.

To choose an activity, press **○** or **○** on the directional button to cycle through the activities, then press the **×** button. You have to beat each level to go on to the next one.

Have fun playing with your friend or alone.

## FOR HINTS & TIPS GO TO:

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## DUALSTAR INTERACTIVE CREDITS FOR CRUSH COURSE

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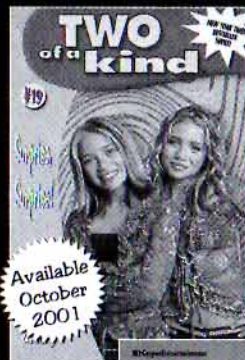
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Michael Pagnotta

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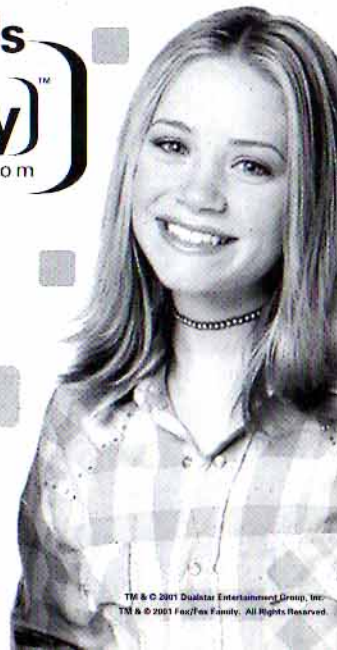
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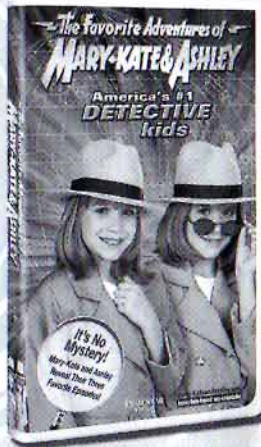
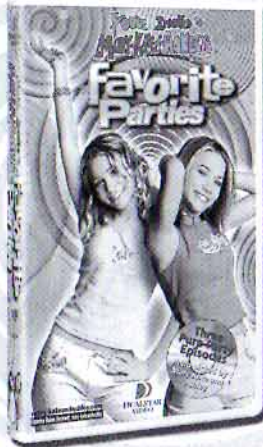
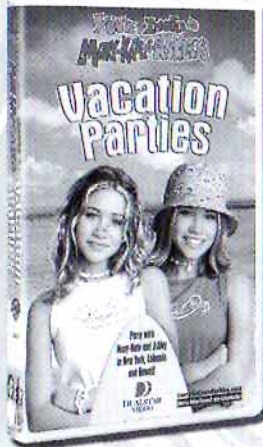
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# NOTES

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